

WE CLAIM:

- 1        1. A method for displaying object-based audio-  
2 visual/video data, comprising:  
3                (a) receiving, over time, a plurality of audio-  
4 visual/video objects and composition information for the  
5 objects;  
6                (b) storing in a cache memory at least one of  
7 the objects;  
8                (c) composing scenes from said objects  
9 including the one of the objects stored in the cache  
10 memory; and  
11                (d) displaying the composed scenes.
- 1        2. The method of claim 1, further comprising, in  
2 addition to storing the one of the objects, storing  
3 expiration time data for the one of the objects.
- 1        3. The method of claim 1, with at least one of the  
2 objects being received from a network connection.
- 1        4. The method of claim 1, with at least one of the  
2 objects being received from local memory.
- 1        5. The method of claim 1, with at least one of the  
2 objects being received from local memory and at least one  
3 other of the objects being received from a network  
4 connection, and with the composed scenes comprising the  
5 one and the other of the objects.
- 1        6. The method of claim 1, further comprising  
2 responding to interactive user input.
- 1        7. The method of claim 6, wherein responding

2       comprises at least one of selecting, enabling and  
3       disenabling one of the objects.

1           8. Apparatus for displaying object-based audio-  
2       visual/video data, comprising:

3               (a) a controller circuit for controlling  
4       acquisition over time of a plurality of audio-  
5       visual/video objects and composition information for the  
6       objects;

7               (b) a cache memory for storing at least one of  
8       the objects;

9               (c) a composer circuit, coupled to the cache  
10      memory, for composing scenes from said video objects  
11      including the one of the objects stored in the cache  
12      memory; and

13               (d) a display for the composed scene.

1           9. Apparatus for displaying object-based audio-  
2       visual/video data, comprising a processor which is  
3       instructed for:

4               (a) controlling acquisition over time of a  
5       plurality of audio-visual/video objects and composition  
6       information for the objects;

7               (b) storing in a cache memory at least one of  
8       the objects;

9               (c) composing scenes from said video objects  
10      including the one of the objects stored in the cache  
11      memory; and

12               (d) displaying the composed scenes.

1           10. Apparatus for displaying object-based audio-  
2       visual/video data, comprising:

3               (a) means for controlling acquisition over  
4       time of a plurality of audio-visual/video objects and

5       composition information for the objects;  
6               (b)   means for storing in a cache memory at  
7   least one of the objects;  
8               (c)   means, coupled to the cache memory, for  
9   composing scenes from said video objects including the  
10   one of the objects stored in the cache memory; and  
11               (d)   means for displaying the scene.

002710 0000000000